CAPTURE/ (OTHELLO)
GAME INSTRUCTIONS
MG-302

CAPTURE/ (OTHELLO)

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Capture a square!

Outflank your opponent's discs and score points.

This is a game of cunning and logic for one or two players. There are six levels of difficulty — start with the simplest version and then progress to the more difficult versions as you become more experienced.

1. GAME OBJECTIVE

The aim of this game is to score points by capturing as many squares as possible. There are two sets of coloured discs — red and black. Each player (or one player and the computer) chooses a colour and takes turns to place a disc on the 8 x 8 square grid. To score points you have to 'outflank' your opponent's disc(s). This means that you have to place your discs so that your opponent's row(s) of discs is bordered at each end by one of your discs. When this happens all your opponent's discs change to your colour and become your discs. The one with the highest score wins.

2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03)

a) Insert Cartridge

Slide the power switch of the Master Console to the **OFF** position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched **OFF** when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

Insert cartridge to this line

Slot

Opening for cartridge
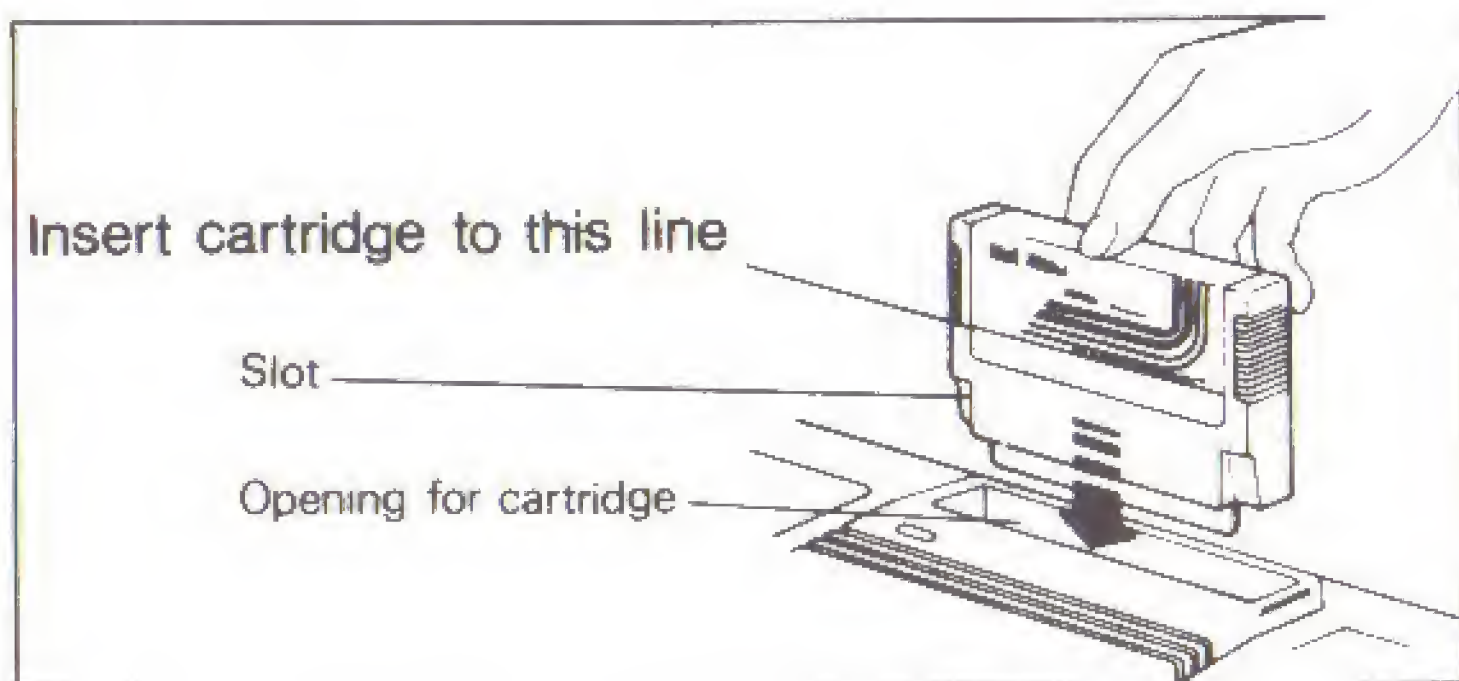
b) Hand Controllers

Place the Capture inlay plates onto the remote hand controllers. The joysticks are not used in this game. All movements are controlled by the buttons on the keypad. In the one-player version only the left hand controller is used.
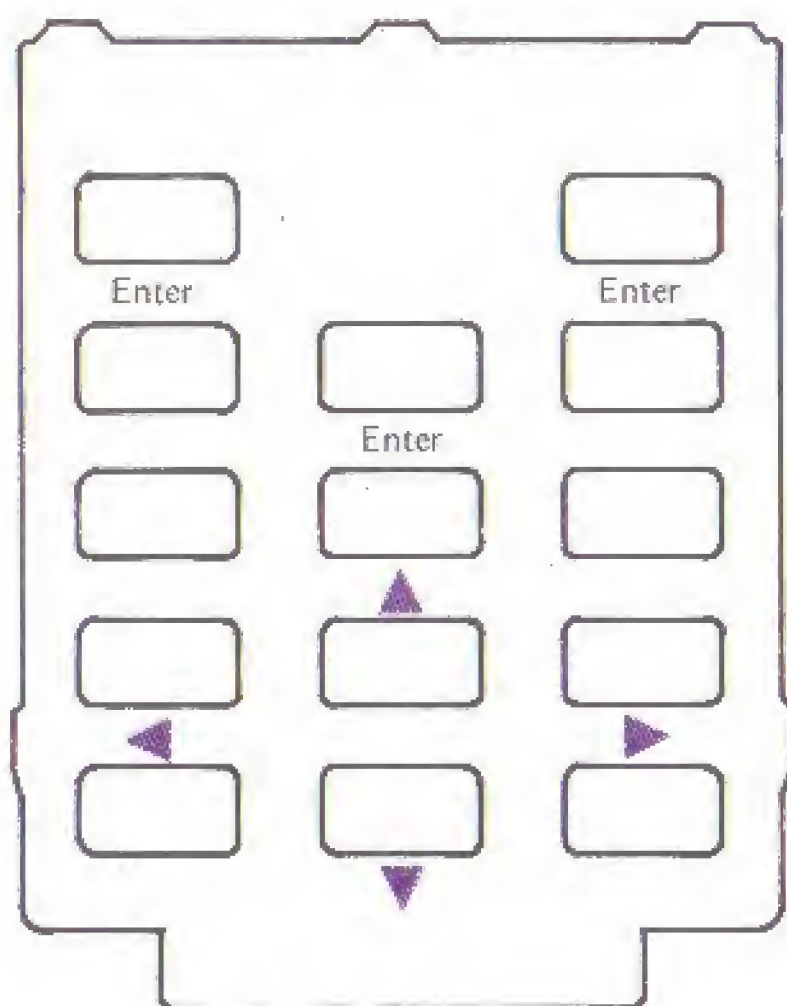
Inlay plate layout

c) Game Selection

There are six versions of this game (levels 1-6). Levels 1-5 are single-player versions of increasing complexity, and level 6 is the two-player version. For each version two options are available — no time limit, or a time limit which can be set by each player.

The various levels of the game are selected by pressing button A until the appropriate level appears. The time limitation option can be chosen by pressing button B, and the time set by using the appropriate keypad buttons. If button B is not pressed, there is no time limit to the game. The time limit option can be cancelled by pressing button B twice.

Switch on Master Console

Level 1 with no time limitation appears on the TV screen
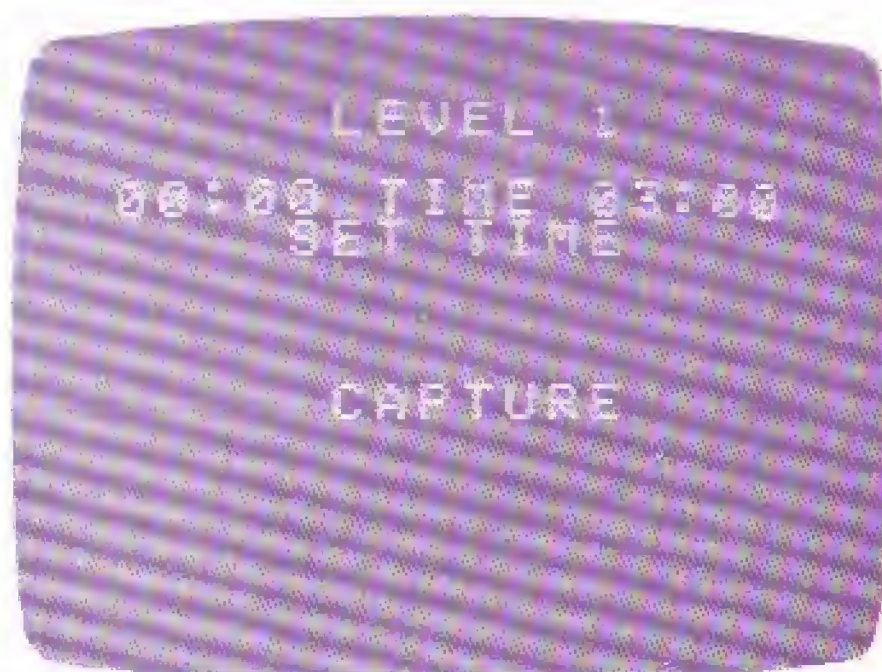
Press CLEAR button

Memory of previous games is cleared.

Press button A —
to select desired level.

Press button B
The self-set time limit option appears.

Level 1 with preset time limit

For levels 1 to 5, the time limit for the computer is preset at 3 minutes. However, the player (or both players in level 6) can set his own time limit by pressing the following buttons on the keypad as appropriate:

◀ to decrease minutes
▶ to increase minutes
▲ to decrease seconds
▼ to increase seconds

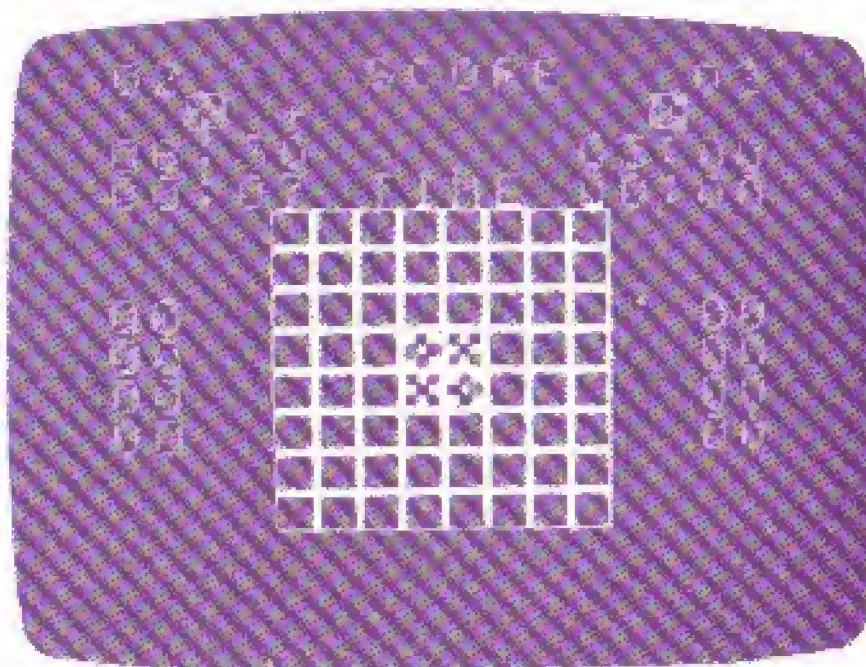Note: The preset time is displayed above the elapsed time on the screen.

Time limit selection

3. START TO PLAY

a) Level 1

Press GAME START button

A green grid containing 64 squares (8 x 8) appears on the screen. Accummulated scores, time elapsed and scores of the previous four games are shown above the grid.

The player plays with the black discs and the computer with the red ones. A green "+" on the side of the disc indicates whose turn it is to move. A flashing blue "+" (cursor) indicates the desired square of entry.

Press the directional keys " ▲ ", " ▼ ", " ▶ " , and " ◀ "—

to move the cursor to the desired square.

Press ENTER —

to place a disc on the chosen square.

The player and the computer take turns to enter a disc. Every move of the cursor is followed by a "bip-p" sound.
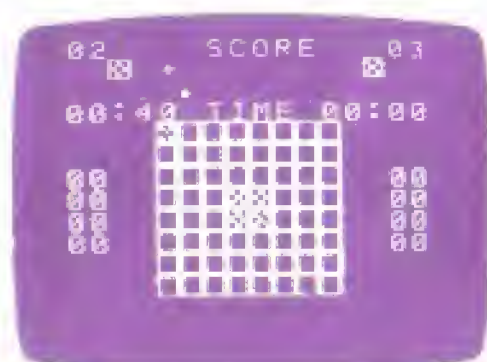
An incorrect choice of square will cause an "ERROR" message to be displayed at the bottom of the screen, followed by a "bar-r" sound. Move the cursor to choose another square.
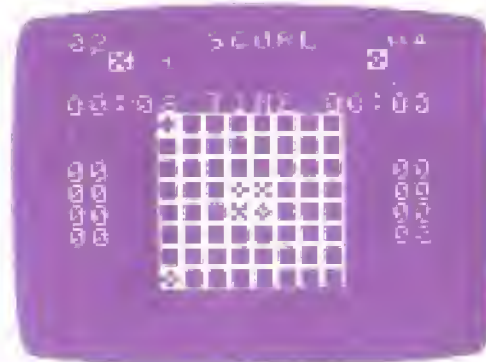
b) Levels 2 to 5

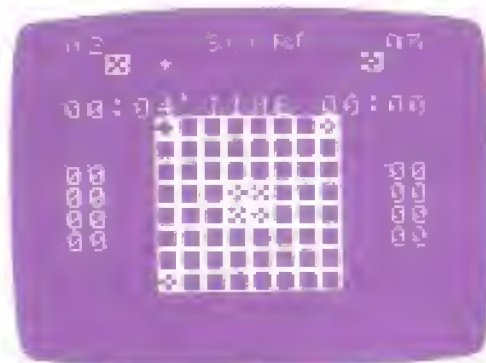Press button A —
>
> to select desired level.
>
> These are levels of increasing difficulty — the computer pre-positions its discs in 1,2,3 and 4 corners of the grid respectively. See diagram below.
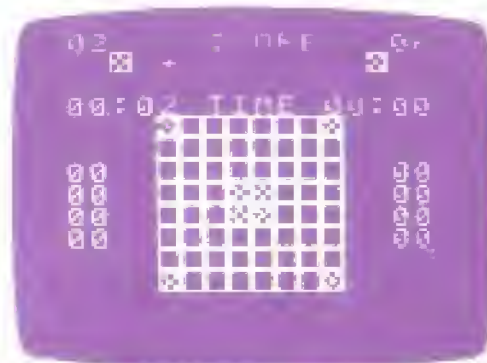

2

3

4

5

c) Level 6

Press button A —
>
> until Level 6 appears.
>
> This is the same as level 1 except a second player replaces the computer. The left hand controller (black disc) always has the first move.

4. RULES OF THE GAME

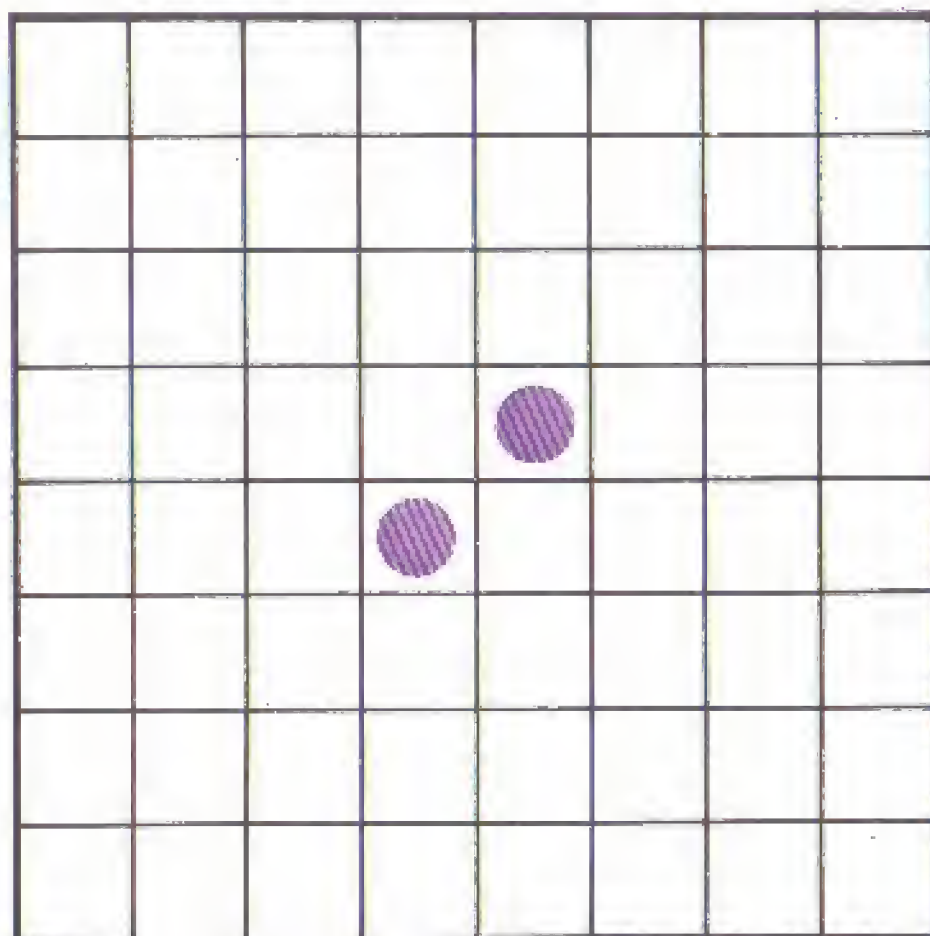The game always begin with two black and two red discs placed as in fig 1.

fig 1

Outflanking

a) Every move must consist of " outflanking " your opponent's disc(s).
This means placing a disc so that your opponent's row(s) of disc(s) is bordered at each end by a disc of your colour.

b) The outflanked disc(s) will automatically change to the colour of the opposing disc.

   e.g.   Red disc A was already in place on the board. The placement of red disc B outflanks the row of three black discs.

All of the outflanked discs (black) change to the opposing colour (red) and the row now looks like this :—

c) A disc may outflank any number of discs in one or more rows, in any direction (horizontally, vertically or diagonally) and in any number of directions at the same time.

e.g.   A red disc placed on square H outflanks black discs in five directions at once (fig 2). The outflanked black discs change colour immediately as shown in fig 3.
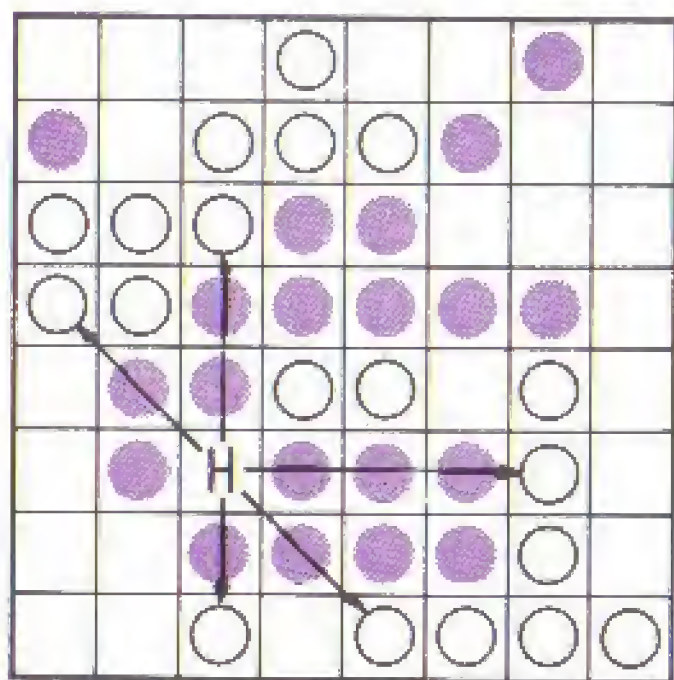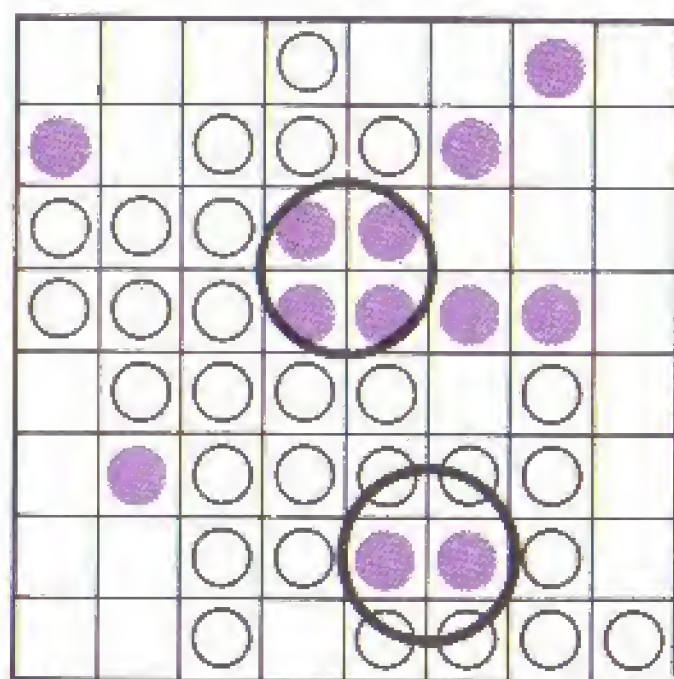
fig 2

fig 3

N.B. A row is define as one or more discs in a continuous straight line

d) A disc can only be outflanked as a direct result of a move and must fall in the direct line of the disc placed down (see fig 4 and 5).

Notice also in fig 3, the two groups of circled discs were not outflanked because they were not in a direct line from disc H.
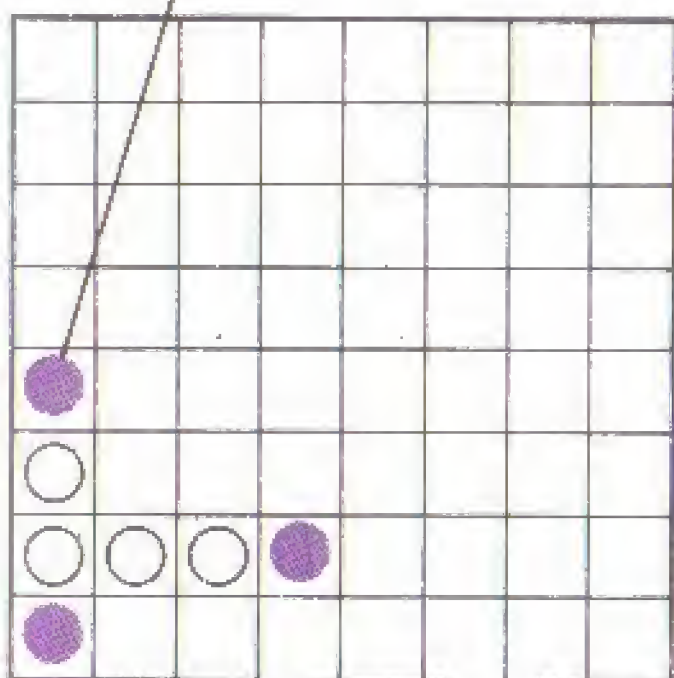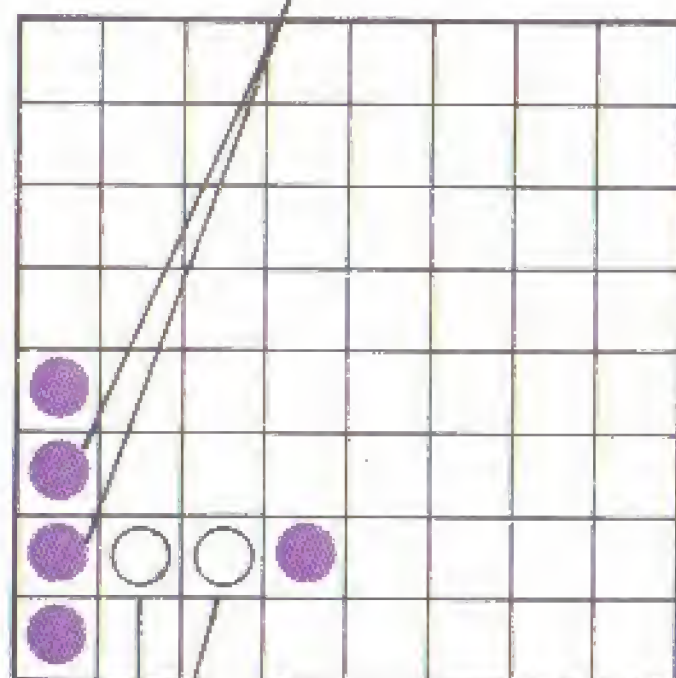
Disc placed here

These discs flipped

fig 4

fig 5

These discs are not flipped (even though they appear to be outflanked)

e) You cannot skip over an empty square (fig 6) or one of your own discs (fig 7) to outflank an opposing disc.

This disc does not outflank the row and may not be placed.
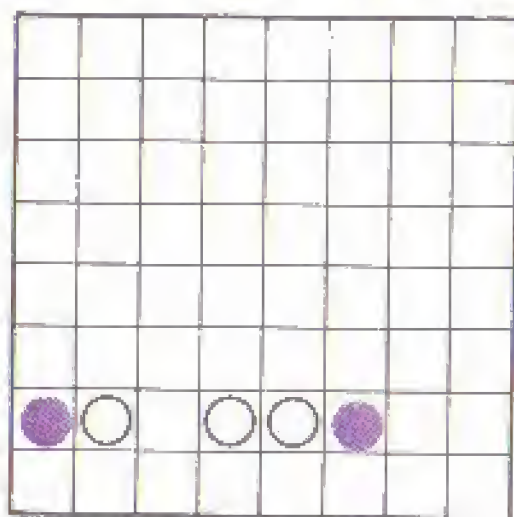
fig 6
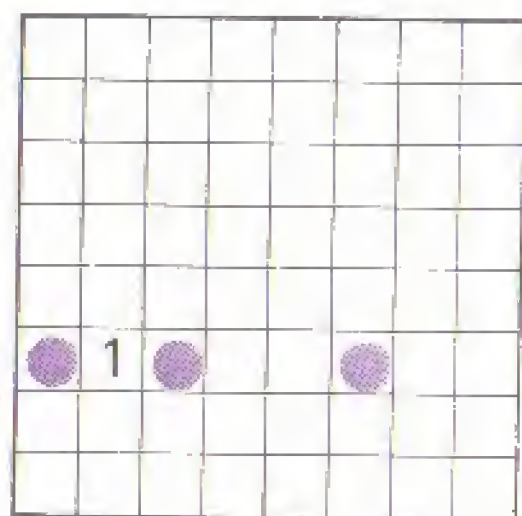
This disc only outflanks and flips red disc 1.

fig 7

Illegal Move

If a player makes a move that is not an outflanking move, an "ERROR" message appears on the screen, followed by an error ("bar-r") sound. The player is required to move again. If there are no possible moves for that player, he forfeits his turn.
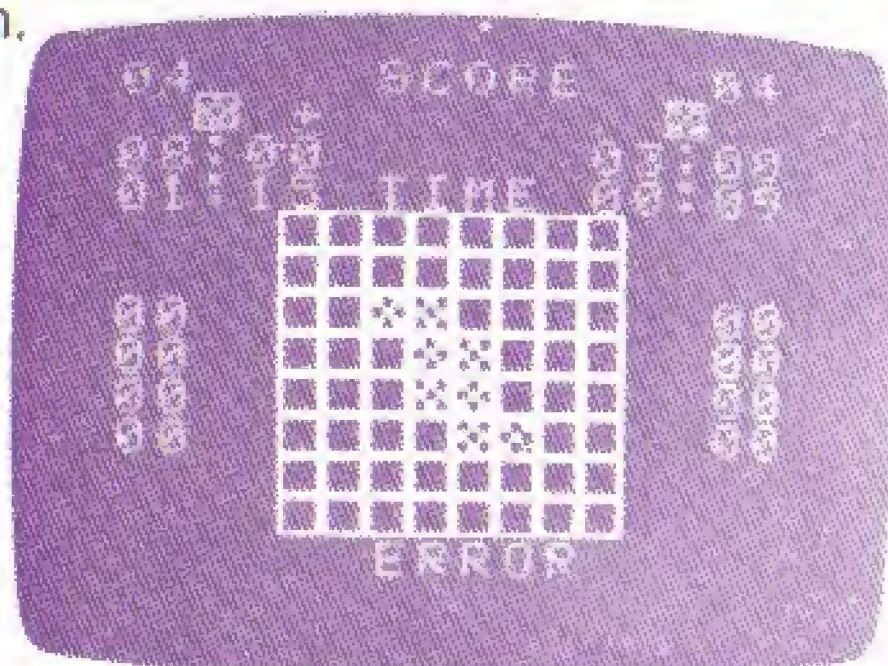
GAME TACTICS

With regard to board positions, some have certain advantages over the others.

a) Possession of a corner square is extremely valuable, because it cannot be outflanked and it serves as a border in three directions. However, gaining one or more corners does not necessarily assure that you will win the game. By taking the squares next to them, it is possible to diminish their value.

In levels 2 to 5, the computer automatically occupies one or more of the corners to increase the degree of difficulty.

b) Discs placed along the outside edges of the board are also very valuable, because they can only be outflanked in two directions (either side of the disc itself) and yet can serve as a row end in 5 directions.

c) The penultimate rows on all four sides of the grid may be considered as a dangerous zone (see fig 8). If you place a disc in one of these squares, it may serve as a

bridge to a corner or outside edge position for your opponent.

fig 8

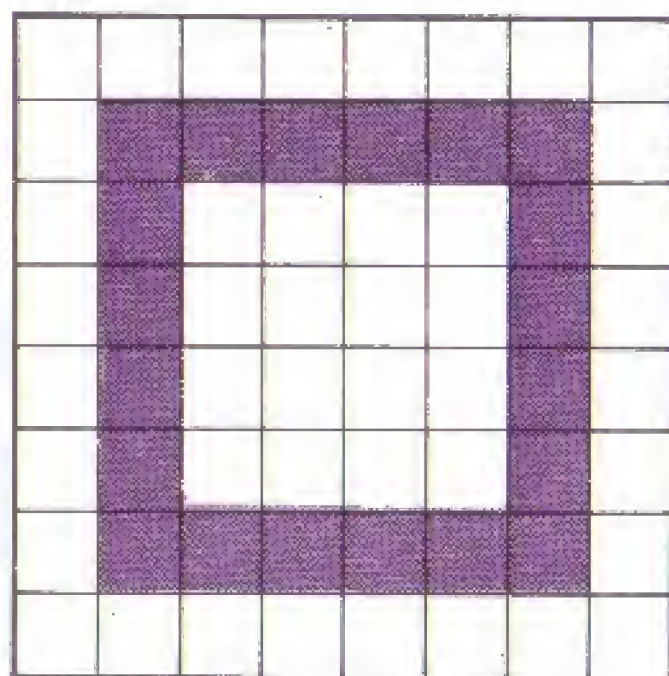d) A solid block of one colour, especially backed up against a corner or an outside edge is often the key to winning the game.

6. END OF GAME

The game is over when:

a) All the squares have been filled, or

b) When it is no longer possible for either player to move (i.e. all the squares left unoccupied are illegal entries for both players), or

c) When the preset time is over (in the time limit options)

7. START NEW GAME

a) To retain previous scores
Press button A or B to select levels or time limit option. Then press GAME START. Scores of the previous 4 games are stored and displayed on the screen.

b) To clear previous memory

Press **CLEAR** button and then start the game as in (a) above.

8. SCORING

One point is scored for every square occupied by your coloured discs

Your final score = Total number of squares occupied by your coloured discs.

As the game proceeds, the score of every move will be calculated by the computer and added to your previous score, the cumulative total being shown on the screen. As you make an entry, you will score 1 point plus the number of opponent's discs you have outflanked. At the same time, the number of discs outflanked will be deducted from your opponent's score.

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9. OPERATION FLOW DIAGRAM

set up Console, insert
cartridge & inlay plate

⬇

Power on

⬇

Press CLEAR

⬇

Press button A to
select level

⬇

want time limit (decision)

Yes → Press button B and set time

No → Press GAME START

No (from Power on / CLEAR branch) →

want to retain previous score ? (decision)

Yes → Press GAME START

No →

Press GAME START

⬇

Move cursor and
enter disc

⬇

GAME OVER if
1) all squares filled
2) no dise can be outflanked
3) time limit is up